IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re: Patent Application of

Vancura

Group Art Unit:

Serial No.:

Examiner:

Filed: Herewith

For: KNOWLEDGE-BASED CASINO GAME

AND METHOD THEREFOR

PRELIMINARY AMENDMENT

Assistant Commissioner for Patents Washington, D.C. 20231

Dear Sir:

In the specification:

On page 1, line 3, insert:

This application claims priority to U.S. Application Related Application. Serial No. 09/372,560, filed August 11, 1999 entitled "KNOWLEDGE-BASED CASINO GAME AND METHOD THEREFOR" which claims priority to U.S. Provisional Application Serial No. 60/099,959 filed on September 11, 1998 entitled "KNOWLEDGE-BASED CASINO GAME AND METHOD THEREFOR" --.

On page 1, line 3, delete "1. Field of the Invention" and insert -- 2. Field of the Invention --.

One page 1, line 6, delete "2. Statement of the Problem" and insert -- 3. Statement of the Problem --.

In the claims:

Cancel claims 2, 4-7, 11-17, 20-23, 26-29, 34, 36-40, 44-46, 51-54, 57-58, 72, 74 without waiver or prejudice.

1. (amended) A method for playing a casino game comprising the steps of: receiving a wager,

playing an underlying game of chance,

playing a knowledge-based bonus game using answers from a player in combination with the underlying game of chance, the combined knowledge-based bonus game with the underlying game of chance having a house advantage within a predetermined range.

- 9. (amended) The method of claim 1 wherein the knowledge-based bonus game has queries with answers and wherein the house advantage is at least a set limit based upon all answers to all queries in the knowledge-based bonus game are always correct.
- 10. (amended) The method of claim 1 wherein the knowledge-based bonus game has queries with answers and wherein the house advantage is at most a set limit based upon all answers to all queries in the knowledge-based bonus game are always guessed at.
 - 42. (amended) A method for a casino game comprising the steps of: providing a first game of chance, providing a second knowledge-based game, playing the first game of chance having a negative player's expected return, stopping play of the first game,

playing the second knowledge-based game using answers from a player when the first game is stopped, the second knowledge-based game having a positive player's expected return.

REMARKS

Should you have any questions regarding the above, please feel free to give the below-listed attorney a call. If additional fees are required, please debit our Deposit Account No. 04-1414.

Respectfully submitted,

DORR, CARSON, SLOAN & BIRNEY, P.C.

Date: 6 6 0 (

Bv:

Robert C. Dorr Reg. No. 27,782

3010 East 6th Avenue Denver, Colorado 80206 (303) 333-3010

\\Dcsp\common\RCD\MIKOHN\PATENT\198b Preliminary Amendment.doc

1. (amended) A method for playing a casino game comprising the steps of: receiving a wager,

playing an underlying game of chance,

playing a knowledge-based bonus game <u>using answers from a player</u> in combination with the underlying game <u>of chance</u>, the combined knowledge-based bonus game with the underlying game of chance having a house advantage within a predetermined range.

- 9. (amended) The method of claim 1 wherein the knowledge-based bonus game has gueries with answers and wherein the house advantage is at least a set limit based upon all answers to all gueries in the knowledge-based bonus game are always correct.
- 10. (amended) The method of claim 1 wherein the knowledge-based bonus game has queries with answers and wherein the house advantage is at most a set limit based upon all answers to all queries in the knowledge-based bonus game are always guessed at.
 - 42. (amended) A method for a casino game comprising the steps of: providing a first game of chance, providing a second knowledge-based game, playing the first game of chance having a negative player's expected return, stopping play of the first game,

playing the second knowledge-based game <u>using answers from a player</u> when the first game is stopped, the second knowledge-based game having a positive player's expected return.